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WARFARE AND THE COUNCIL LODGE

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Any man who has been specially blessed with war powers may go on the warpath. Such a man must not merely be blessed with those general war powers that individuals obtain during their puberty fast, but must likewise be blessed with a definite enemy to kill or capture, as the case may be, immediately before he starts out. In practice this meant that whenever a person wished to go on the warpath he fasted in order to obtain the necessary guarantees of success. An account of the powers granted by the spirit or spirits was then placed before the chief and if, in his opinion, they justified the undertaking, the man was permitted to go. If they were insufficient the chief expressed his disapproval and the contemplated undertaking had either to be given up or the man would be compelled to fast again for increased powers. There were a number of men who were unable to obtain the requisite powers. To them one of two alternatives was left open: they might either purchase sufficient powers to go on a warpath or they might volunteer to join a large warpath. A volunteer needed no special blessing. If he had one, it would certainly benefit him, but it was not necessary except as an additional precaution, for the leader of the war party (*dotca'huyka*) was supposed to be blessed specifically with every element necessary for a successful undertaking. As the Winnebago express it, he was blessed "with a complete road." In a war leader's blessing, everything must be provided—sufficient food, a definite number of enemies to kill, the exact place where they are to be killed, the exact time when they are to be killed, the exact manner in which they are to be killed, the exact manner in which the participants are to return to their homes, the safe return of all participants, and an infinite number of other minor points. As a volunteer went at the request of another man, the latter, and not he, took upon himself entire responsibility and the chief dealt directly with him. The chief would, in such a case, be particularly careful to see that every life that was risked was amply safeguarded. Otherwise the war party would not be permitted to start.

A man may go on the warpath for two reasons: either to revenge a slain relative or in a general way because he thinks he has received sufficient power and wishes to obtain glory. If the incentive was revenge, he might pursue one of two methods. He might go to the shaman with offerings of tobacco and presents and tell him about the death of his relative and his desire for revenge; or he might take the matter in his own hand, fast, and after having stealthily prepared for the necessities of the warpath inform a friend and steal out with him in the middle of the night. Were he to take the first method, it would be the shaman who would fast and who would afterwards lead the party, taking along with him as many men as would follow him.

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